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## Glossary

### Glossary

A B C D E F G H I J K L M N O P Q R S T U V W X

<b>Ad Hoc Network</b>	A network typically created in a spontaneous manner. An ad hoc network requires no formal infrastructure, limited in temporal and spatial extent.
<b>Active Slave Broadcast (ASB)</b>	The ASB logical transport is used to transport L2CAP user traffic to all active devices in the piconet.
<b>Advanced Audio Distribution Profile (A2DP)</b>	The A2DP profile describes how stereo quality audio can be streamed from a media source to a sink. It defines two roles of an audio source and sink. A typical usage scenario can be considered as the "walkman" class of media player. The audio source would be the music player and the audio sink is the wireless headset. A2DP defines the protocols and procedures that realize distribution of audio content of high-quality in two stereo ACL channels.
<b>Audio/Video Remote Control Profile (AVRCP)</b>	AVRCP is designed to provide a standard interface to control TVs, Hi-Fi equipment, etc. This profile is used to allow a single remote control (or other device) to control all the A/V equipment that a user has access to. It defines how to control characteristics of streaming media. This includes pausing, stopping, and starting, and volume control as well as other types of remote control operations.
<b>Beacon Train</b>	A pattern of reserved slots within a basic or adapted piconet physical channel. Transmissions starting in slots are used to resynchronize parked devices.
<b>Basic Imaging Profile (BIP)</b>	BIP defines how an imaging device can be remotely controlled, how an imaging device may print, as well as an imaging device can transfer images to a storage device. A typical scenario involves a mobile phone being used to control the shutter operation of a digital camera.
<b>Basic Printing Profile (BPP)</b>	BPP allows devices to send text, e-mails, vCards, images or other items to printers based on print jobs. It is from HCRP in that it needs no printer-specific drivers. This makes it more suitable for embedded devices like mobile phones and digital cameras, which cannot easily be updated with drivers dependent upon printer.
<b>Bluetooth wireless technology</b>	Bluetooth wireless technology is a wireless communication link, operating in the unlicensed ISM band and using a frequency hopping transceiver. It allows real-time A/V and data communications between Bluetooth enabled hosts. The link protocol is based on time slots.
<b>Bluetooth Baseband</b>	The part of the Bluetooth system that specifies or implements the medium access and physical layer protocols to support the exchange of real-time voice, data information streams, and ad hoc networking between Bluetooth enabled devices.
<b>Bluetooth Clock</b>	A 28 bit clock internal to a Bluetooth controller sub-system that ticks every 312.5 ms. The value of this clock defines the slot numbering and timing in the various physical channels.
<b>Bluetooth Controller</b>	A sub-system containing the Bluetooth RF, baseband, resource controller, link manager, device manager (Bluetooth HCI).
<b>Bluetooth Enabled Device</b>	A Bluetooth enabled device is a device that is capable of short-range wireless communications using the Bluetooth system.
<b>Bluetooth Device Address BD_ADDR</b>	A 48 bit address used to identify each Bluetooth enabled device. Often this is referred to in technical specifications as BD_ADDR. The Bluetooth device address, BD_ADDR, is used to identify a Bluetooth enabled device.
<b>Bluetooth HCI</b>	The Bluetooth HCI provides a command interface to the baseband controller and link manager and access hardware status and control registers. This interface provides a uniform method of accessing the Bluetooth baseband capabilities.
<b>Bluetooth Host</b>	A Bluetooth Host is a computing device, peripheral, cellular telephone, access point to PSTN network or etc. A Bluetooth Host attached to a Bluetooth Controller may communicate with other Bluetooth Hosts as well as their Bluetooth Controllers as well.